

## **Upgrade SuperMap IS .NET 5.3 to 6.0**

Based on Version 5.3, SuperMap IS .NET 6.0 has many improvements made, and a substantial number of bugs fixed. Follow the steps below to upgrade your IS .NET 5.3 to 6.0.

## 1 Backing Up Configurations

Before you upgrade to SuperMap IS .NET 6.0, please first back up all the existing configuration files you want to continue to use in SuperMap IS .NET 6 and workspaces; otherwise, the configuration information may be lost or work improperly after the upgrade.

Configurations you can back up:

- (1) The SuperMapIS.config file located in the bin directory;
- (2) To continue to use the watermark, please back up the plug\_ins.xml file located in the bin directory and the corresponding images;
- (3) Back up the workspaces configured in order to use them in SuperMap IS .NET 6;
- (4) Back up the precached spatial data, and the cached data if you have used the SuperMap IS .NET cache mode. The precached and cached data has been saved in the *cache* and *quickCache* folders of the *output* directory in the installation directory. (Note that this step is optional since the upgrade will not change or remove the files in the *cache* and *quickCache* folders).

## 2 Upgrading

### 2.1 Uninstalling SuperMap IS .NET 5.3

Before migrating, uninstall SuperMap IS .NET 5.3:

- (1) Click **Start->Control Panel**.
- (2) Select **Add or Remove Programs**, then the Add or Remove Programs window displays.
- (3) Click **Change or Remove Programs** on the left of the window, and select **SuperMap IS .NET 2008** from the programs list.

- (4) Click **Delete**.

## 2.2 Installing SuperMap IS .NET 6.0

Run the setup.exe file in the SuperMap IS .NET 6.0 installation package. Follow the installation wizard to install SuperMap IS .NET 6.0.

## 2.3 Replacing With File Backups

After SuperMap IS .NET 6.0 is installed successfully, you can now use the files you backed up in Section 1 to replace the corresponding files in the installation directory of SuperMap IS .NET 6.0:

- (1) Before you use the backed up SuperMapIS.config file to replace the one in the Bin directory of SuperMap IS .NET 6 installation directory, you need to compare the two files (you can use file comparison tools such as WinMerge and WinDiff), since some changes have been made in the configuration file of IS .NET 6. Generally, you need to change the paths for image outputting, image accessing, and workspace accessing. You can also configure these changes via the SuperMap IS Manager and the configuration file will be updated automatically.

- (2) Replace the plug\_ins.xml file in the Installation Directory\Bin and the watermark images with the corresponding backups.

- (3) Copy the precached and cached data to the *cache* and *quickCache* directories.

- (4) Check whether the workspace path specified in SuperMapIS.config is correct, whether the output directory exists, whether the cached data for the output images has been saved in the corresponding *quickCache* directories, and whether the virtual directory for the output images has been created.

## 2.4 Updating Objects Class Libraries

The GIS service of SuperMap IS .NET 6.0 is supported by SuperMap Objects 6.0 class libraries. Update SuperMap Objects 6.0 class libraries by installing the SuperMap Objects 6.0 runtime or development kit version.

## 2.5 Reconfiguring Licenses

SuperMap IS .NET 6 adopts a different licensing method than IS .NET 5.3. So you need to get the new license and install the new License Manager before you can use SuperMap IS .NET 6 properly. To get the new license, you can contact our sales staff. For how to configure the license for SuperMap IS .NET 6, please refer to *SuperMap IS. NET Installation Guide*.

## 2.6 Updating Web SDKs

SuperMap IS .NET 6.0 has made updates and changes to its Web SDKs and added new functions including Ajax cross-domain access, client-side complex object drawing, logistics vehicle routing, etc. To develop with Web SDK, you need to update the Web SDKs, including AjaxControls, AjaxScripts, and WebControls, to the latest version in the following way:

(1) Back up the original script files and programs. This is especially important when the scripts (whose file names begin with SuperMap.IS or SMIS) related to the IS .NET applications you developed have been changed.

(2) For AjaxControls and Webcontrols, copy the latest set of .dll files in **SuperMap IS .NET 6.0 installation directory \WebSDK** to the corresponding files.

(3) For AjaxControls, AjaxScripts, and WebControls, replace the original script files and other relevant files with those in **SuperMap IS .NET 6.0 installation directory \WebSDK**.

If your application is developed using WebControls, after the above updating, compare the script files, especially those beginning with SMIS or SuperMap.IS, with those backups, and add the code of your customization to the corresponding files.

If your application is developed using AjaxControls or AjaxScripts, you should also compare the files you copied with their backups, and add the code of your customization to the corresponding files.

(4) Since the version number for the program sets of SuperMap IS .NET 5.3 and 6.0 has changed from 5.3.0.0 to 6.0.0.0, you should compile your applications to keep up with the latest information.

## 3 Running

After finishing the above updating, you can start the SuperMap IS .NET service and publish the application system. Run and debug the application system.